Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10-748-173 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [ OR **SMALL ENTITY TOTAL CLAIMS** FEE RATE FEE RATE BASIC FEE BASIC FEE 770.00 NUMBER EXTRA 385.00 **FOR** NUMBER FILED TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY AFTER AMENDMENT EXTRA** FEE FEE **AMENDMENT** PAID FOR Total Minus X\$ 9= X\$18= OR Independent Minus X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE **PREVIOUSLY AFTER** AMENDMENT **EXTRA** FEE FEE **AMENDMENT** PAID FOR Minus Total X\$ 9= X\$18= OR Independent Minus =  $\cdot X43 = .$ X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TÖTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-O REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY** AMENDMENT AFTER **EXTRA** PAID FOR **AMENDMENT** FEE FEE Minus Total X\$18= X\$ 9= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR

TOTAL

ADDIT. FEE

TOTAL

OR ADDIT. FEE

\* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."